

KEY FEATURES

 Small size: 8.2mm (L) x 3.3mm (W) x 2.475mm (H)

· Long product lifetime: 40,000 hours

Wire retention force: 6N

· Salt spray test qualification

• Creepage distance: 1.5mm

· High speed for SMT processes

RoHS compliant

· Accepts 24 & 26 AWG solid wire

Low profile flat surface allows for vacuum pick up

High temperature material for type reflow processes

Tape & reel packaging

APPLICATIONS

- · LED channel letter lighting strips
- · General illumination LED fixtures
- · Architectural cove and valence lighting
- Digital signage
- LED Module
- · Available for COB application
- Various non-lighting applications that require attaching flying leads to printed circuit boards

Introducing

Micro Poke-in Wire SSL Connector

The Micro Poke-In Wire SSL connector is a low profile, printed circuit board connector specifically designed for LED lighting applications. The connector is currently available in a one position version that accepts 24 and 26 AWG solid wire only. It is less than 1/3 the height and length of our standard SMT poke-in wire one position connector that accepts 18 - 22 AWG solid wire.

The connector is designed with rounded corners to minimize shadowing. The connector is RoHS compliant and is a cost effective alternative to hand soldering wires to printed circuit boards.

MECHANICAL

· Wire retention force: 6N Min.

Wire Insertion Force: 8N (24 AWG)

6N (26 AWG)

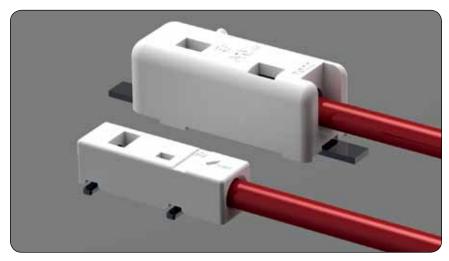
• Operating Temperature: -25°C to 130°C

ELECTRICAL

• 250 VAC, 3A max

• 250 VDC, 3A max

• 1500 Dielectric Withstanding Voltage



Comparison of SMT micro poke-in connector to standard SMT poke-in connector.



MATERIALS

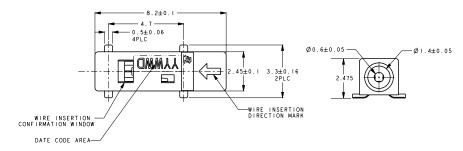
- Housing High temperature resistant thermoplastic
- Contact Copper Alloy, tin over Nickel plating

APPLICATIONS AND SPECIFICATIONS

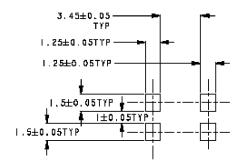
- UL1977
- JPN DENANHO
- TE Standard Application Specification 114-5482
- TE Standard Design Objectives: 108-78810

PRODUCT OFFERING

Part No. 2134611-1



Referential Connector placement



Referential P.C.B. layout

